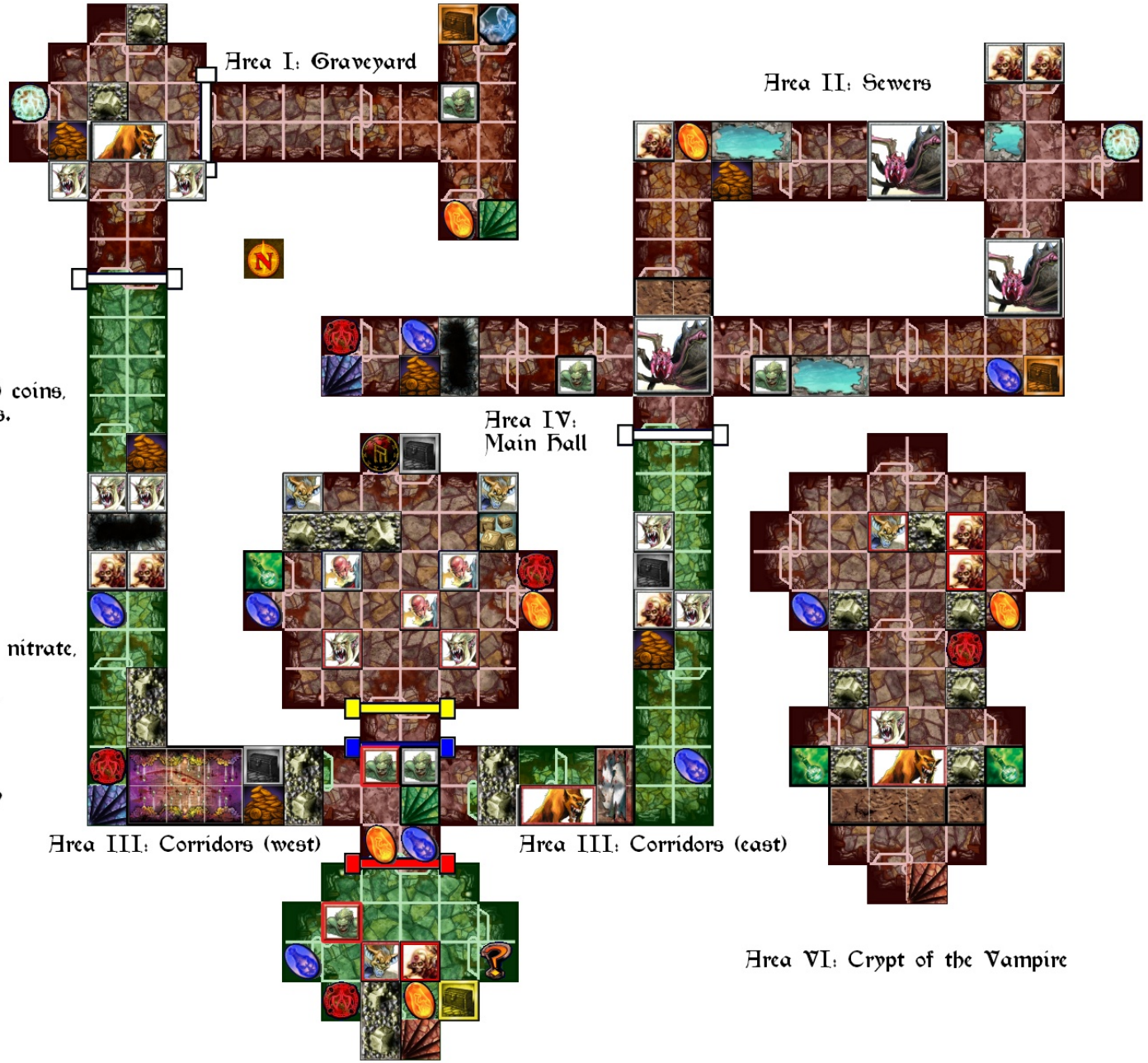
Crypt of the Vampire

A Descent Quest for Halloween 2008



Treachery

2 6 2

Chests

Copper 1: 1 Conquest token, 200 coins, 1 copper treasure, wooden stakes.
Copper 2: 3 conquest tokens, 1 copper treasure, silver nitrate.
Copper 3: 2 conquest tokens, 1 copper treasure, 1 curse, holy symbol.
Silver 1: 2 conquest tokens, 1 curse, 1 silver treasure, holy symbol.
Silver 2: 1 silver treasure, silver nitrate, 1 curse, 200 coins.
Silver 3: 1 curse, 1 health potion, 1 silver treasure, wooden stakes.
Gold 1: 1 curse, 1 gold treasure, wooden stakes.
Gold 2: 1 gold treasure, 1 vitality potion, 250 coins, holy symbol.

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New Scenario

By Dean Morgan

Scenario Background

Crypt of the Vampire--A Forgotten Realms Quest

Far to the north lies the remote kingdom of Damara; cold and dreary, surrounded by the omnious Galena Mountains. High in these mountains clerics and paladins of the Crying God, Ilmater, worship and train, a beacon of light in a superstitious land. But where there is light, darkness follows.

Two months ago a group of gypsy merchants travelled to the Temple of Ilmater to sell their wares. When they arrived, they found the Temple in ruins, burned nearly to the ground. The followers of Ilmater, both male and female clerics and paladins, thirty in all, were found outside the Temple, each one impaled on a tall, wooden stake. The gypsies stared in horror as ravens picked at the decaying corpses of the impaled victims. In the distance wolves howled, and the flickering light of blue balefire, a sure sign of the undead, could be seen drifting through the woods.

The gypsies of the Galena Mountains reported their horrifying discovery to King Dragonsbane of Damara, and the Harpers, a secret society sworn to fight evil, was called upon to render aid. Harper rangers traveled high into the mountains to investigate the massacre at the Temple, and they returned with a tale more dark and terrifying than any could have imagined.

Local legend spoke of a creature of the night known as a straggoi. In more civilized lands this unholy creature of darkness is known as nosferatu or vampire. This nocturnal creature was said to feed on the blood of the living, and it could take on the form of a bat, a wolf, or even transform itself into an errie, greenish mist. Vampires, it was whispered, could command the creatures of the night, such as bats, wolves, owls, or rats. The Harper rangers reported that an ancient evil, slain over a thousand years ago, had returned as a vampire to hunt and slay the living.

A thousand years ago, in the land now known as Damara, lived a royal prince named Count Vordrek. The Count was a Paladin of Ilmater who battled the orc and goblin hordes that plagued the Galena Mountains. It was said that Count Vordrek's father was assassinated by political opponents, and his bride was slain by an orc raiding party. Enraged and heartbroken, Count Vordrek renounced his oaths and became a tyrannical madman, killing orc, human, dwarf, and elf without reason or mercy. The count became renowned for his crualty and brutality, and his favored form of execution was to impale his victims on large, wooden stakes.

A crusading order of knights, known as the Knights of the Silver Chalice, marched against Count Vordrek. The Count fought the Knights ruthlessly, employing armies of werewolves, the undead, and giant vampire bats. The power of the Knights was too great for the Count, however, and he retreated into his castle. The Knights killed the count and threw his body into the dark crypts beneath the castle. They then burned the majority of his fortress to the ground. In Damara, the champion of this battle, Sir Trystan, is considered a national hero, and his statue can be found in many town squares throughout Damara. It is said that Sir Trystan died in a brutal sword fight with County Vordrek, and his spirit is said to watch over travelers in the Galena Mountains.

The ruins of the Count's black fortress still stand today, looming high amongst the mist shrouded peaks of the Galena Mountains. Travelers of the Mountains, even orcs and goblins, steer far clear of the ruins of the black fortress, for it is said to be haunted and guarded by a gigantic, black hound with gleaming red eyes. The gypsies and peasants that live in small villages throughout the Galena Mountains have always whispered that Count Vordrek, because of his broken oaths and evil ways, returned from death to hunt the living as a straggoi, or vampire. For hundreds of years young peasant girls have gone missing at an alarming rate in the Galena Mountains, though there has been little doubt as to the fate of these girls, as screams are often heard issuing from the shadowed halls of Count Vordrek's black fortress.

Now, mere days away from the Eve of Highharvestide, an autumn festival celebrated across the Realms, it seems that Count Vordrek is beginning a crusade of his own, a black crusade to wipe out the order of Ilmater that he once served, and a cursade against all that is right and just. The king of Damara sends soldiers into the Galena Mountains to deal with this supernatural threat, but his men, it seems, are ill prepared, in weapon and in heart, to face the fury of a foe with such dark, unholy powers. Those few of his soldiers who return tell of a giant black hound that stalked them in the night, killing with tooth, claw, and fire. This gigantic black hound, known locally as the Beast of Galena, is thought by some to be a monstrous wolf, though others whisper that it is a hound from hell sent as a guardian of the undead Count.

His kingdom held hostage by dark forces, and his subjects abducted and murdered in the night, King Dragonsbane sends out a call to arms, imploring the aid of heroes, brave of heart and skilled in the ways of hunting the undead, to come to the aid of his realm. Who will answer the call?

Mission Goals

Crypt of the Vampire takes place in the Forgotten Realms campaign setting, though the adventure can be played in any generic fantasy setting.

You must enter the ruins of Count Vordrek's black fortress and slay the Beast of Galena and the Count himself. If you can activate some of the ancient glyphs of transport in the fortress, all the better. You start with eight conquest tokens. If you ever run out of conquest tokens, Count Vordrek and his dark forces will have triumphed.

Special Rules:

Overlord: This is a lengthy and complex quest, and the overlord should read through the quest carefully before attempting to play it with the heroes.

Special Character Backgrounds: This quest requires four heroes. If you have fewer than four players, some players will have to play more than one hero so there are at least four heroes. When selecting heroes, the players must choose human, dwarf, or elf heroes (based off the images on the character cards). Goblin or undead (like Verikas the Dead) characters do not fit the theme of this adventure. Once the players have selected their characters, they must now choose one and only one of the backgrounds listed below. Each background must be represented amongst the heroes, meaning that no two heroes can have

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the same background; each hero must have a different background.

Background 1, Knight of the Silver Chalice: Your character is of the ancient Order of the Knights of the Silver Chalice. In addition to your hero's normal traits, skills, and abilities, your character gets one additional armor point added to his starting armor. Your hero's armor value may not fall below this new number.

Background 2, the Vampire Hunter: Your character is a professional vampire hunter. In addition to your hero's normal traits, skills, and abilities, your character may ignore the "Undying" ability if he delivers the killing blow to a creature with "Undying." For example, if your character delivers the killing blow to a master skeleton, the master skeleton stays dead and cannot roll to see if it resurrects. If another hero delivers the killing blow, this ability does not take effect. This ability only takes effect against a creature with "Undying" if the vampire hunter delivers the killing blow.

Background 3, Harper: Your character is a member of the secret society known as the Harpers. In addition to your hero's normal traits, skills, and abilities, your hero may roll one power dice each time the overlord plays an event card. If your hero rolls a surge, the overlord must immediately discard the card he was going to play. The overlord can attempt to play another card if he has enought threat and is not violating any rules of Descent. However, the threat he spent on the card the Harper character counters is lost.

Background 4, Born on Highharvestide Eve: Your character was born on Highharvestide Eve, the same day this adventure takes place. In addition to your hero's normal traits, skills, and abilities, your hero cannot be damaged in anyway by the hell hound's breath attack. Your hero can still be hurt by a melee attack from a hell hound, but he cannot be burned by a hell hound's fire. In addition, your hero is unaffected by tne effects of lycanthropy as described below.

Monsters: The monsters in this quest use the same statistics as those printed on the respective cards for the monsters with the following exceptions:

Ferrox: These creatures represent flesh eating ghouls in this quest, so give each ferrox the undying ability in addition to its other abilities.

Sorcerer: The sorcerers in this quest are actually female vampires. Use appropriate miniatures if you have them. Otherwise, use the sorcerer miniatures. The female vampires use the same statistics as the sorcerer, except each has the undying ability (whether they are a master or not), and each has the leech ability.

Beastman: The beastmen are werewolves in this quest, and their statistics are the same as those listed on the beastman card. However, werewolves have the lycanthropy ability, meaning that if they successfully score any damage against a hero (after accounting for armor), the hero may be infected with lycanthropy. To determine this, immediately after a hero is injured by a werewolf, the hero must roll one power dice. If a surge is rolled, the hero is infected with lycanthropy. Each time it is that player's turn, he must roll one power dice at the beginning of his turn. If he rolls a surge, he turns into a werewolf and attempts to attack the closest ally with a melee attack using the statistics of a master beastman. If this attack injures his ally, that ally can also be infected with lycanthropy per the rules described here. Lycanthropy (as rolled by a surge) only causes the hero to skip the turn that he rolled the surge on (the player does not control his hero for that tunr, but the overlord does). His next turn he reverts back to human form, but he must roll a black dice again to see if the lycanthropy effects him again for that turn as well. However, lycanthropy can, on occasion work in favor of the hero. If a hero infected with lycanthropy rolls a power dice at the beginning of his turn and he rolls a blank, his forearms bristle with muscle and fur, and his hands become viscious claws, granting the hero +2 damage to his melee attacks for that turn only. The effects of lycanthropy go away once a hero is killed and respawns. Also, consuming a power potion cures the effects of lycanthropy. The hero with the Born on Highharvestide Eve background is always immune to lycanthropy. Heroes under the effects of lycanthropy do not have the command ability, nor are they affected by the command ability of other werewolves.

Demon: When the heroes encounter Count Vordrek in area 6, use the statistics for the master demon to represent the Count. However, do not use the demon miniature to represent the count. Use the sorcerer miniature to represent the Count. When the heroes encounter the Count, he first appears as a giant vampire bat (use the card for the master razorwing). Once the razorwing is killed, it transforms into the humanoid form of Count Vordrek. The heroes must now fight the Count using the statistics from the master demon card. In addition to the abilities listed on the master demon card, Count Vorek also has the undying and leech ability.

Special Weapons: The heroes may come across some special weapons in this quest, specifically, silver nitrate, holy symbols, and wooden stakes.

Silver Nitrate: This is a vial of silver nitrate that can be found in treasure chests. When found, it is given to the hero opening the given chest. Silver nitrate can be used to coat a hero's weapon (such as arrow tips, crossbow bolts, sword or axe blades, etc.) with silver, making it more effective against werewolves and hell hounds. When a hero finds silver nitrate, immediately place a vitality marker on each of his weapon cards. These weapons now do +1 damage to werewolves or hell hounds.

Wooden Stakes: These can be found in treasure chests. When found, they are given to the hero opening the given chest. When a creature with the undying ability is killed, a hero with wooden stakes that is adjacent to the creature may immediately drive a wooden stake through the creatures heart, permanently killing the creature. This is done before the creature rolls to see if it returns to life. If there is a hero with wooden stakes next to a creature with undying, and the creature is killed, it is immediately eliminated and cannot roll to see if it resurrects. The hero with the wooden stakes can also be the hero that delivered the killing blow, though this is not necessary. Any hero adjacent to the creature with undying can stake it when it is killed, as long as they are adjacent to the creature. No roll is necessary to stake the creature. The effect of the wooden stakes is automatic. Place a heart token on your hero's primary weapon to remind you that your hero has wooden stakes. Wooden stakes are reusable and are not relinquished after use. This wooden stake ability is somewhat redundant with the vampire hunter's ability since it is assumed the vampire hunter carries his own set of wooden stakes. The wooden stakes found in treasure chests are typically meant for the other heroes.

Holy Symbol: These can be found in treasure chests. When found they are given to the hero opening the chest. Place a heart token on your hero's character card to reflect that he is wearing a holy symbol. This holy symbol is the pendant of a good diety, such as Lathander, Silvanus, or Tempus. A hero wearing a holy symbol gets the fear (1) ability when fighting creatures with the undying ability.

Starting Positions: The heroes do not start out together. The vampire hunter and the Harper begin on the activated glyph in area 2, while the Knight of the Silver Chalice and the hero born on Highharvestide Eve begin on the activated glyph in area 1.

Overlord Deck: To hold with the theme of this quest, remove the following cards from the overlord and treachery decks: Kobold Swarm, Kobold Horde, Lone Ogre, Lone Naga, Lone Manticore, Lone Golem, Smash, and The Curse of the Monkey God.

New Area

Introduction--Inn of the King's Rest, Village of Shadowhaven

Having answered the call of King Dragonsbane of Damara, you traveled far to this cold, northern realm. Your first two days here were spent in the Hall of King Dragonsbane where there was much fanfare and pagentry over your arrival and you were hailed as a hero and saviour of the kingdom. Clerics of Lathander blessed you, and the King issued royal proclamations, effectively making you one of his vassals.

From the King's hall, you travelled northwest, high into the Galena Mountains. The peaks of the mountains were covered in snow, and you rode through thick woods, the leaves on the trees having already fallen, blown away by cold mountain

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winds to cover the forest floor. Along the way you passed through two small villages nestled amongst the mountain peaks. The villagers, mostly poor peasant farmers, peered at you with suspicion and wonder. You noted the numerous hex signs and wards against evil in the small villages. As you rode through mountain meadows, you saw shepherds tending their flock and farmers hearding great Damaran oxen. You also observed the colorful wagons of the nomadic gypsy caravans that travel the mountain passes of the Galena Mountains.

At last you ride, cold and weary, into the Village of Shadowhaven. Finding your way to the Inn of the King's Rest, you settle down in the tavern area to partake of a warm meal and to drink deep of the fine dwarven beer carted in from a local dwarven hall. You listen to sad music being played by a gypsy minstrel strumming his lute, and you watch, enraptured, as a stunning gypsy girl with raven black hair dances sensuously to the music, her bright skirts often lifting to expose a shapely leg. The candles in two nearby jack-o-lanterns flicker as the tavern door opens, and three souls, all adventurers like yourself by their appearance, stride into the tavern. As the hour grows late, you join the adventurers at their table and are not suprised to learn that they too have answered the call of King Dragonsbane to rid his realm of the dread vampire Count Vordrek. Together, the four of you make up a lethal group of mercenaries well suited to the task of slaying the undead. There is the Kinght of the Silver Chalice, the vampire hunter, the Harper, and he that was born on Highharvestide Eve, which, as it happens, is the following night.

You discuss your plans to enter the Count's black fortress with your new companions, and you learn that there are two alleged entrances to the ruins. One entrance is said to be found in the sewers of Shadowhaven, a series of tunnels that run under the village and into the mountainside where they lead to a secret entrance to the black fortress from beneath it's foundations. There is also a main entrance to the fortress ruins through the graveyard that rests just off the mountain pass that leads to the ancient castle. You and you companions decide to get a good nights sleep here at the Inn of the King's Rest, and to enter the fortress the following day. It is decided the vampire hunter and Harper will enter the fortress through the sewers, and the Knight of the Silver Chalice and he who was born on Highharvestide Eve will enter through the graveyard. Once in the fortress, your two groups will meet up to locate and destroy the vampire Count Vordrek once and for all.

Before crawling into bed that night, you peer out the window of your room and you can just see the dark spires of the black fortress high up on the mountainside, silhouetted against the full moon. Large, black creatures can be seen flying between the castle's turrets, and as a light snow begins to fall, the howls of dozens of wolves break the silence, sending chills up your spine. You settle into bed for a night of restless sleep and disturbing dreams. Tomorrow your quest into the heart of darkness begins.

New Area

Area I: Graveyard

Your journey up the mountain pass to Count Vordrek's black fortress took longer than you thought. As dusk settles, you can just make out the twisted, wrought iron gate of the graveyard. You wrap your cloak around you, protection against the chill winds blowing light flurries of snow through the air. You and your companion glance warily at the nearby forests, the tall pine trees swaying and rustling slightly in the wind. For hours you saw great, gray shapes darting amongst the trees as a wolf pack tracked your movements. Now, at your destination, the fearsome beasts have stopped their pursuit, and they sit in the shadows of the forests, watching you with hungry eyes. As you approach the cemetray gates, the wolves begin to howl, and their haunting cries fill you with fear.

You reach the cemetary gate, your weapon at the ready. The gate is bent inward, and it creaks eerily with the wind. Several ravens sit on the graveyard fence, and a creeping mist crawls across the ground, surrounding the bases of the tombstones. As you enter the cemetary, you hear a sound behind you like a sudden rush of wind. You turn to see blue balefire rising into the sky, a sign that you have crossed over from the realm of the living into the realm of the dead. As if alerted by an unheard signal, the ravens sitting on the cemetary fence take to flight, screaching terribly into the sky as night falls. Despair fills you as you look at the looming walls of the black fortress rising up before you.

To the east you see a black, wrought iron gate and a set of stairs beyond leading down to a sepulchre. To the south a pair of gigantic oak doors are set into the side of the fortress. Before you can decide which way to go, inhuman howls fill the air, and large, shaggy shapes leap at you from the mist.

Important: When the heroes enter the sepulchre, read the following:

Sepulchre of Sir Trystan

Making your way around the aged tombstones, many tilted at an angle in the unsettled earth, you come to the gates of the sepulchre. You open the gate with a loud creak and begin descending the steps toward the dark tomb below. The exterior entrance to the tomb is covered with creeping ivy, and you can make out an engraving to the side of the tomb. The engraving reads: Herein Lies Sir Trystan, Knight of the Silver Chalice and Chosen Champion of Tempus.

You push aside spiderwebs and peer into the darkness of the tomb. The smell of age and decay fills your nostrils. You sense you are not alone, and as you ready your weapon, your companion cries out a warning. Shambling toward you from the darkness is an undead abomination with a mouthfull of razor sharp teeth, and the smell of death strong upon it.

Important: Once the ghoul is defeated, read the following:

Kicking the rotted corpse of the ghoul aside, you look around the sepulchre. In the floor along the south wall you see a trap door. You lift it to see a set of stairs spiraling down into darkness. A terrible, pungent odor rises up from the stairwell. Along the north wall is a great stone tomb, no doubt the final resting place of Sir Trystan. An image of the dead knight is engraved on the lid of the tomb. The image shows a man in full plate armor clasping a sword in his hands. A shield rests across his breast beneath the sword, and a chalice is carved upon the shield.

Suddenly, a supernatural wind blows across your face, and an eerie bluish light, barely perceptible, can be seen coming from the knight's tomb. Your companion, hefting his blade,

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whispers, "I can feel something. It draws near." You look around in fear and you see a look of astonishment on your companion's face as he stares at something behind you. He mutters, "It's hear."

You slowly turn to see the apparation of a knight hovering over Sir Trystan's tomb. The ghost appears to be wearing a full suit of plate armor, though it wears no helmet. You see the ghostly face of a man with long hair looking down at you. The ghostly knight carries an ethereal sword in it's right hand, and strapped to its left arm is a glowing blue shield, the image of a chalice clearly visible on its surface. You step back cautiously, sensing that this apparation means you no harm.

In a strong, commanding voice, the ghost speaks to you. "I am the spirit of Sir Trystan of the Knights of the Silver Chalice. I died on the slopes of this mountain fighting the demonic forces of Count Vordrek. When victory belonged to the knights of my order, they placed my body here, as a reminder to the world of the sacrifice we made in the fight against evil and darkness. That darkness has returned. I see in your hearts bravery and courage, the like of which has not been seen in these parts in a thousand years. But the evil you must face is great, and you cannot destroy it without first destroying its pet. In the eastern corridors of this castle you will find Count Vordrek's demonic guardian, a great, black hound from hell known as the Beast of Galena. This monstrocity must first be destroyed before you can hope to defeat the Count. However, your weapons cannot harm this demon dog. Give me your arms that I may give them the Blessing of Tempus, the Lord of Battles. Only then can the Beast be slain." You and your companion reverently kneel before the Champion of Tempus, offering up your weapons to recieve the blessing of the Lord of Battles to aid you in your quest.

Once your weapons have been blessed, you notice they give off a dull, bluish glow. The ghost of Sir Trystan continues. "Bring me the heart of the Beast once you have slain it, and place it upon my tomb. I will then give you a key to Count Vordrek's grand hall. Be warned, however, that in this hall reside his concubines, brides of the grave that will decieve you with their beauty and tear out your throats with their animal lust for blood."

Blessing of Tempus:

In the southeast corner of area 3, in the corridor near the scything blades trap, is the Beast of Galena, a powerful hound of hell. This hell hound is like any master hell hound, except it cannot be killed by any weapon unless that weapon has recieved the Blessing of Tempus. The heroes that start in the sewers may encounter the Beast before it is slain. If this is the case, this is a very dangerous situation for them, as the Beast cannot be harmed by normal weapons. Any hero striking the Beast of Galena with a weapon that does not have the Blessing of Tempus upon it, cannot harm the Beast. The heroes will quickly realize this when they see their weapons have no effect. Hopefully they will retreat until the heroes with the blessed weapons arrive and kill the Beast. Once a hero with a blessed weapon arrives, he can damage and kill the Beast normally. Other heroes may join in the attack, but unless they have a blessed weapon, they cannot harm the Beast. Sir Trystan will bless the weapon of any hero that stands adjacent to the ghost marker in area 1. However, this blessing has no effect on this quest other than allowing the heroes to be able to injure and kill the Beast of Galena. The scything blades in area 3 never affect the Beast of Galena. The Beast, when moving into a space with the scything blades, does not need to roll a power dice, but the heroes do to see if the blades injure them.

The Beast of Galena wears the blue runekey around its neck on a great chain. Give this key to the hero that delivered the killing blow to the Beast. Once the Beast has been slain, the heroes can retrieve this key. The heroes must then spend one action to cut out the Beast's heart. Give the hero who killed the Beast a heart token to represent this. The heroes must then return the heart to the Sepulchre of Sir Trystan. Once the hero is in the space adjacent to the ghost token in area 1, remove the heart token and give that hero the yellow runekey.

New Area

Area II: The Sewers

You enter the sewers of Shadowhaven by dropping down through a man hole near the town square. The sewer tunnels beneath the town are larger than you expected, allowing you and your companion to walk side by side. The tunnels twist and turn, and you wander through the darkness for several hours, fearing you have become lost. Eventually, however, you come to an area in the tunnels framed in a stone arch. The keystone of this arch has a grim carving of a skull on it, and the canine teeth of this skull are distinctly elongated and sharpened. The message is clear: when crossing under the arch, you are entering the realm of the vampire.

You and your companion slowly proceed, lifting torches high to see further into the penetrating darkness. Large spiderwebs hang from the ceiling, and the constant drip of water echoes through the sewers. Ahead of you a glowing light casts eerie shadows on the moss covered walls of the tunnels. As you near the light, you see it is a glowing glyph of transportation, partially submerged in murky water. Strange albino tadpoles can be seen darting past your feet in the shallow depths. Suddenly, an iron portcullis slams down behind you, trapping you in the tunnels. If you ever hope to find your way out of these dark tunnels, you must press on into the darkness to find another exit. As the claustrophobic gravity of your situation sinks in, you hear a low, sinister moan in the tunnel ahead of you.

New Area

Important:
When the heroes enter the west corridor of area 3, read the following:

Area III: West Corridor

A long passage inside the remains of Count Vordrek's black fortress stretches out before you. The darkness of this corridor seems all consuming, almost like an entity that surrounds you and stifles your breathing. Slowly you advance, torch held high, weapon at the ready, and a whispered prayer on your lips. A slight breeze wafts across you face, ruffling your hair. The smell of death and decay is in the air, and your heart pounds in your chest as you slowly enter the lair of the undead.

As you press further into the corridor, you see ancient paintings on the walls, portraits, no doubt, of members of Count Vordrek's ancestors. Spider webs cover the walls, and in places you can see dusty, tattered tapestries depecting ancient battles. Occasionally you see bones on the floor, and most of the bones look more human than animal to you. You pause and listen as, ahead of you in the tunnel, you hear an unsettling scraping noise, like the rattle of bones. Holding your breath you peer into the darkness and you are greeted by the sight of gleaming yellow eyes as two werewolves lope toward you. Beyond these great beasts you can make out what appear to be walking skeletons. Before you can see what these creatures are, an arrow whizzes past your head.

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You have no time to form a plan of attack before the werewolves leap at you with ear piercing howls.

Important: When the heroes come to the door between the sewers and the east corridors of area 3 and they are ready to enter area 3, read the following:

Area III: East Corridor Doorway

You stand before an iron door with a great wolf's head stamped on it. Someone has been hear before you, for written across the door in what appears to be dried blood are the words, in the common tongue, "Beware the Beast!" The arch over the doorway has strange words carved into the stones in an ancient tongue. You can make out the dialect as an archaic form of Chondathan, and the words read: "The Wiseman Securs the Blessing of Tempus Before Facing the Beast, Lest Death Take His Soul."

Important: When the heroes enter this area, read the following:

Area III: East Corridor

With a screech like the screaming of a tortured soul, the iron door swings inward and you find yourself staring into a hallway of an ancient castle. You have escaped the sewers, but you know in your heart you are still far away from seeing the light of day again. The sewers and its dangers seem more welcoming to you now than whatever faces you ahead in these corridors of the undead.

As you advance, darkness surrounds you like a burial shroud, and the walls of the corridor rise high above you, like the walls of a cathedral. You cannot even make out the ceiling of this great hallway. You stop suddenly, sensing a great, evil presence. You can barely feel waves of heat washing over your exposed skin, and far ahead of you a dim, red glow eminates from the darkness near the end of the hallway. Gripping your weapon more tightly, you advance, but as you step forward, you hear a crunch and the smell of burnt flesh fills your nostrils. Gagging, you step back to see the burnt, skeletal corpse of what appears to be a peasant girl. Holding your breath you lean forward, squinting into the darkness, trying to make out other shapes on the floor in the dim torchlight. Your fingers tighten on your weapon in white knuclked fear as you see that the whole hallway ahead of you is littered with the half eaten and badly charred bodies of humans. What deamon could have committed such blasphemy? As if in answer to your question, a thunderous growl rips through the silence. Looking up in horror, you see werewolves and a skeleton moving toward you, but the growl you heard did not come from them. Beyond these beasts, at the end of the hallway, you can see something bigger and blacker, with gleaming red eyes. This great shape paces back and forth at the end of the tunnel, its mouth appearing to drip fire instead of saliva. Your attention is ripped from this monstrocity stalking at the end of the tunnel as the advancing werewolves leap at you with viscious snarls and outstretched claws.

The rubble markers at the ends of the corridors in area 3 represent immovable walls. These obstacles are fixed and no game effect can remove them.

New Area

The Main Hall:

There are two sections to this area: the entry vestibule and the main hall itself. The heroes must first enter the entry vestibule, and the only way to do this is via the green stairs in the sepulchre in area 1. Once in the entry vestibule, the heroes are esentially trapped unless they have the appropriate runekeys. The heroes can still return to the sepulchre via the stairs, however. The first runekey the heroes must obtain is the blue runekey. This can be found on a chain around the neck of the Beast of Galena in the east corridor of area 3. Once the blue door is open, the heroes must have the yellow runekey to access the main hall. The yellow runekey is obtained by bringing the heart of the Beast of Galena to the ghost of Sir Trystan. The red door leads into area 5, The Chapel. The red runekey accessing this door is found in the main hall.

Area IV: Main Hall, Entry Vestibule

The stairs from the sepulchre led through a dark, circular tunnel to another set of stairs spiraling up into a chamber in the castle. Climbing these stairs, you come out in a vestibule between two large doors. The ceiling of the vestibule is very high and arched, and in the walls you can see slots where archers could have once shot arrows down on those awaiting audience with the Count. The door to the north is massive and arching, made of oak and inset with the coat of arms of County Vordrek, that of a black, two-headed eagle on a crimson and silver background. The doors to the south are placed at the top of a small set of stone stairs. These doors are also massive and arching, and inset into the doors is the symbol of the Crying God, Ilmater. The symbol is that of a pair of clasped hands intertwined and bound with a crimson cord. Both doors are secured fast and require a key to access the chambers beyond. As you examine the doors, you hear a hiss from the shadows, and you turn in time to see two ghouls shambling toward you.

Important: Once the heroes have the blue and yellow runekeys, they can enter the main hall. When they do this, read the following:

Area IV: Main Hall

The final set of doors leading into the great hall of Count Vordrek's castle swing open with a massive groan, sending echoes throughout the ghost haunted halls of the dark fortress. This room was used as the Count's throne room as well as the main dining hall. A gigantic, ornately carved table runs down the center of the hall, though much of this table has been smashed and broken in several places. As you peer into the darkness, you see snow falling and a light dusting of snow covers the floor of this room. Looking up, you see that large portions of the roof have been destroyed long ago by fire and siegecraft. You are also horrified to see several chains dangling from the ceiling. At the ends of some of these chains are crow's cages with the skeletons of humans in them. At the ends of other chains are simple hooks, and impaled through these hooks are human bodies, many of which appear to have been freshly killed. All the bodies are white as a sheet, indicating they have been drained of blood. You notice that some of the bodies are dressed in the robes of clerics of Ilmater. Surely these poor souls were brought here from the destroyed temple to die terrible, painful deaths at the hands of Count Vordrek and his fiends.

At the north end of the hall a balcony extends from high up on the wall. Three women dressed in white stand on this balcony, their gowns and raven black hair billowing around

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them as if by a phantom wind. The beauty of these women is astounding. Their skin is porcelain white without the slightest blemish, and their eyes dark and sultry. You stare in awe at these woman and are not suprised in the leaast when they simultaneously float from the balcony to the center of the hall. The three women look at you and smile with full, red lips. In seductive whispers, heard more in your mind than with your ears, the women beckon to you, their hands outstretched as if pining for a lustful embrace. You feel drawn toward these women, but then the weapons blessed by Sir Trystan begin to glow brighter, and you are shaken from the spell. Sir Trystan's words fill your mind..."in this hall you will find his concubines, brides of the grave that will decieve you with their beauty and tear out your throats with their animal lust for blood."

Looking again at these seductive women, you see them for what they truly are, and you wonder that in your first sight of them you failed to see the sharp, curved canines in their mouths. Muttering a prayer to Tempus, you rush to engage these undead butchers. With inhuman shrieks, the women fly to meet you, their hands transforming to gnarled claws and their eyes burning red as if with the fires of hell.

New Area

Area V: Chapel

Spent and broken in heart and mind from your battle with the vampires, you push open the southern doors in the vestibule, praying beyond all hope to see the outside world on the otherside. Your hopes are shattered as you see another dark chamber ahead of you, but all hope is not lost. This chamber appears to have been a chapel of Ilmater at one time. The chapel benches have been broken and smashed, and you see deep claw marks in the wood of these benches, as if a large animal violently set upon them. At the south end of the chapel, atop a small dias, sits a stone altar covered with a tattered, red cloth with gold trim. Above this altar is a magnificent stained glass window stretching almost to the ceiling. Silver beams of moonlight illuminate the window, revealing a stunning image of a penitent knight kneeling in supplecation to receive the blessing of the Crying God.

Part of the altar has been smashed and broken, and a hidden staircase winds down into darkness. Along the east wall of the chapel you see windows that look out over a massive gorge. Peering out these windows you can see a winding river at the bottom of the gorge, and across the gorge, at the base of the mountain, you see the twinkling lights of Shadowhaven far below. Near these windows is a short, stone column with a silver bowl set into the stone atop the column. This bowl is filled with glittering water. Your inspection of the chapel is cut short as you hear the flap of leathery wings from the rafters. You look up to see a large vampire bat swooping toward you. You raise your weapons to defend yourself, and out of the corner of your eye, you see other shadowy figures moving toward you.

The encounter marker in this room represents the column with the bowl of water in it. The water is holy water. When a hero stands adjacent to the holy water, have him roll one power dice. If he rolls a surge, heal four wounds and restore his vitality. If he rolls a blank, give him a +1 skill marker for a skill of his choice. Though each hero can make use of the holy water, he can do so only once.

The red stairs along the south wall of this chamber lead to area 6.

New Area

Area VI: Crypt of the Vampire

You and your companions slowly descend the stairs from the chapel. You walk for several minutes down a spiraling staircase. The deeper you go, the heavier your heart begins to weigh. It is as if you are entering a realm of utter deapair and hopelessness. The feel and stench of death hangs heavy in the air. You know your journey is nearing its end, though this gives you little hope, for you know the foe you must now face is worse than anything you have encountered thus far. You long to feel the warm sun on your face and to walk in green fields, but you have a sense of dread that this unwholesome crypt you are entering will be your final resting place. The thought of your bones rotting in this place of evil is a thought too terrible to think. You are about to turn back, your will broken, when the weapons blessed by Tempus begin to glow brighter. With this glow, hope is rekindled in your heart and you press on, knowing that right must prevail. You would not want to return to the world of the living knowing you had failed to destroy the undead thing that lies in wait at the bottom of these stairs.

Eventually you reach the end of the staircase and you find yourself standing in a vast chamber with a low ceiling. The chamber is made of stone, and alcoves in the walls reveal the enshrouded bones of Count Vordrek's ancestors. Several columns line the chamber, and the columns have been carved to represent succubus demons, their voluptous forms appearing to hold up the ceiling. As you cross the threshold of the crypt, sinister laughter fills the air and a sense of doom fills your heart. At the far end of the chamber you see a large, ornate coffin with a massive vampire bat the size of a horse crouching atop it. Standing before you is a large hound of hell, its black muzzle dripping lava and its gleaming red eyes gazing at you with pure hate. The beast snarls, a wicked sound like rusty metal scraping bone. An inscription on the floor reads, "Realm of the King of the Undead."

Important: When the heroes enter the crypt, the overlord immediately receives five threat tokens. The vampire bat is actually Count Vordrek. Use the master razorwing statistics to represent this bat. Once all the bat's health is gone, pause play and read the following:

Suddenly the vampire bat's form becomes incorporeal. A green mist appears from the substance of the bat, and within moments this mist solidifies to take on the form of a man. This man is tall and gaunt, with a pale white face, long white hair, and gleaming red eyes. The man wears black plate armor with the family crest of Count Vordrek on the breastplate. The armor is adorned with spikes and images of skulls, and the man in the armor wields a great, black sword that steams and hisses with cruel, blue, balefire.

The count speaks, his voice like autumn leaves rustling through a graveyard. "Defilers of my sanctuary. Before you die, I will flay the skin from your bones and dangle your corpses from my walls for my ravens to feed upon for days. I will then come to you and drink my fill from your pitiless souls." The Count grins an evil grin, displaying his long, sharp canines. He hefts his black blade over his head causing shadows to dance about the hellish crypt. With his other hand he extends a mailed fist and beckons to you. "Come join me in undeath, fools. When I am through with you, I will fly on the wings of night and find your kin. Your women shall replace my concubines and they will writhe in

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the agony of my lust for eternity." With a fierce battlecry, sure to scatter the legions of hell itself, you lift your weapon and charge the count, swearing you will cut out his heart. Steel meets steel and sparks shower across the crypt as the battle is joined.

Important: Use the master demon statistics and a sorcerer miniature to represent the Count. Remember that the Count also has the undying and leech abilities. Once the Count is defeated, any remaining creatures in the crypt die with him. When the Count is defeated, read the following:

Screaming hideously, the Count falls to the floor. His whole body bursts into flame, and the stench of burning flesh and hair fills the air. You back out of the crypt, coughing and choking on smoke. You see that a great crack has appeared on the floor, running right through the inscription declaring the crypt the "Realm of the King of the Undead." Before ascending the stairs to the chapel, you glance once more over your shoulder. Near the Count's coffin an unseen wind swirls his ashes and scatters them across the floor. In the floating smoke and ash you see the ghost of Sir Trystan, raising his sword to you in a final salute.

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